

Friday Nights	League D	Snedigar Sportsplex	Site Supervisors
Updated scores and standings will be updated on Mondays after 4:00pm. Questions? Call Jensen at 480-782-2704	Inquiries on game cancellations due to weather, call the Sports Hot Line at 480-782-2715, push #6 (weather info), after 3:00pm	Games will be played at Snedigar, 4500 S. Basha Rd. (1/2 m. south of Ocotillo Rd.) Games will be played on fields SS6.	Brad
*Home team is listed second			

Teams	1.	2.	3.	4.	5.	6.	7.	8.
		<b>Angry Balls</b>			<b>Just 4 Fun</b>			
		<b>Under Achievers</b>			<b>Free Agents</b>			
		<b>Icee Hot</b>			<b>Angry Crab Shack</b>			
		<b>Life's a Pitch</b>			<b>Night Owls</b>			

DATE	FIELD	6:20 P.M.	7:20 P.M.	8:20 P.M.	9:20 P.M.
Sept 9	SS6	4-3	6-5	2-1	8-7
Sept 16	SS6	5-2	3-8	7-4	1-6
Sept 23	SS6	4-1	7-2	8-5	6-3
Sept 30	SS6	7-6	3-2	1-8	5-4
Oct 7	SS6	2-8	3-1	5-7	6-4
Oct 14	SS6	7-3	1-5	8-6	4-2
Oct 21	SS6	8-4	5-3	2-6	1-7
Oct 28	SS6	Post Season Tournament			
Nov 4	SS6	Post Season Tournament			
		Winter Registration: Monday, November 14, 2016			



**CHANDLER ADULT SPORTS**



**@chandleradultsp**



2016 Fall

City of Chandler

Co-Rec Softball

## League Standings

Friday D

Updated - **August 24, 2016**

Place	Team	Wins	Loses	Tie	Forfeits
1					
2					
3					
4					
5					
6					
7					
8					

If teams are tied during the regular season, final standings will be decided in the following manner:

-If two teams tie for a position in the standings whichever team defeated the other during the regular season will then receive the higher position in the standings.

-If all teams that are tied have identical win/loss records against each other, then a run differential formula will be used.

**Contact:** For all sports league related questions please contact Jensen Valenzuela at [Jensen.valenzuela@chandleraz.gov](mailto:Jensen.valenzuela@chandleraz.gov) or (480) 782-2704.

## Game Results

**Game Results for: September 9, 2016**

Friday D Snedigar

FIELD	TIME	WINNER	SCORE	LOSER	SCORE
SS6	6:20 PM				
SS6	7:20 PM				
SS6	8:20 PM				
SS6	9:20 PM				